AMENDMENTS TO THE CLAIMS

1-33. (Cancelled)

34.   (New) A system for rendering a stream of data at different playback speeds,
comprising:

    a component of a server that sends the stream of data for a first playback speed
        from the server to a client via a network;

    a component of the client that receives the stream of data;

    a component of the client that renders the received stream of data at the client at
        the first playback speed, switches the rendering of the received stream of
        data from the first playback speed to a second playback speed, and notifies
        the server of the second playback speed; and

    a component of the server that, upon receiving notification of the second playback
        speed, sends to the client the stream of data for the second playback speed
        at a speed that is greater than required for the second playback speed

    wherein the component of the client that switches the rendering does so before the
        client starts receiving from the server the stream of data for the second
        playback speed.

35.   (New) The system of claim 34 wherein the component of the client that
switches the rendering of the stream of data does so upon receiving an indication from a
user to switch the playback speed without waiting to receive data for the second playback
speed.

36.   (New) The system of claim 34 wherein the component of the client that
switches the rendering of the stream of data delays the switching of the rendering of the
stream of data so that the rendering does not exhaust a buffer of the stream of data before
the stream of data for the second playback speed is started to be received.

37.   (New) The system of claim 34 wherein the component of the server that sends the stream of data for the second playback speed does so a speed required for the second playback speed when the client has a sufficient portion of the stream of data buffered.

38.   (New) The system of claim 34 wherein the switching from the first playback speed to the second playback speed results in no user-noticeable delay in the switching.

39.   (New) The system of claim 38 wherein the switching from the first playback speed to the second playback speed results in no user-noticeable pause in the rendering.

40.   (New) The system of claim 34 wherein the data includes video and audio data.

41.   (New) A server system for providing to a client a stream of data for different playback speeds, comprising:

    a component that sends to the client via a network the stream of data for a first playback speed;

    a component that receives from the client a notification of a second playback speed; and

    a component that sends to the client the stream of data for the second playback speed at a speed that is greater than required for the second playback speed to accommodate when the client switches to the second playback speed before it starts receiving the stream of data for the second playback speed.

42.   (New) The server system of claim 41 wherein the component that sends the stream of data for the second playback speed does so a speed required for the second playback speed when the client has a sufficient portion of the stream of data buffered.

43.   (New) The server system of claim 41 wherein the data includes video and audio data.

44.   (New) The server system of claim 41 to further accommodate when the client switches the rendering of the stream of data upon receiving an indication from a user to switch the playback speed.

45.   (New) The server system of claim 41 to further accommodate when the client delays the switching of the rendering of the stream of data so that the rendering does not exhaust a buffer of the stream of data before the stream of data for the second playback speed is started to be received.

46.   (New) A method for rendering a stream of data at different playback speeds, the method comprising:

   receiving from a server via a network a stream of data for a first playback speed;

   rendering the received stream of data at the first playback speed

   switching the rendering of the received stream of data from at the first playback speed to at a second playback speed;

   notifying the server of the second playback speed; and

   after switching the rendering, receiving from the server the stream of data for the second playback speed at a speed that is greater than required for the second playback speed.

47.   (New) The method of claim 46 wherein the switching of the rendering of the stream of data is done upon receiving an indication from a user to switch the playback speed.

48.   (New) The method of claim 46 including delaying the switching of the rendering of the stream of data so that the rendering does not exhaust a buffer of the

stream of data before the stream of data for the second playback speed is started to be received.

49.   (New) The method of claim 46 including receiving from the server the stream of data for the second playback speed at a speed required for the second playback speed when a sufficient portion of the stream of data has been buffered.

50.   (New) The method of claim 46 wherein the switching from the first playback speed to the second playback speed results in no user-noticeable delay in the switching.

51.   (New) The method of claim 50 wherein the switching from the first playback speed to the second playback speed results in no user-noticeable pause in the rendering.

52.   (New) The method of claim 46 wherein the data includes video and audio data.